

THE
STONE OF
SOULS
∞

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The Stone of Souls

It is said that the mountains and jungles of this world arose out of the ruins of another. In an age past the world that was shattered and all was changed. Empires fell and the rulers of the world were cast to the earth, creatures were changed, the forests were swept away and grew again and through all of this still there lay buried in the rock certain relics of the ancient past.

But nothing that is buried remains buried forever. Not even a weapon that was so destructive, so dark and awful in its power that perhaps, just perhaps it was not lost but entombed...

By Christopher Johnstone
(Dean Suter, System Consultant)

Part One: Introduction

Mythosystem is a free fantasy role-playing system. The setting presented here, The Shattered Lands, is an example of what can be done with the basic Mythosystem mechanics.

What you need to play

Mythosystem is a self-contained game. You do not need any other downloads to play. You will need paper, pencils and ten sided dice (d10) - preferably more than one per player - to play the game.

Setting: The Shattered Lands

This version of Mythosystem includes a fantasy setting, The Stone of Souls. This fantasy domain, The Shattered Lands, is an alien world, lit by three suns and a great, red moon, filled with weird creatures and eldritch jungles, littered with the ruins of the world that was. It is a place of wondrous magic, dark swamps, deep shadows and ancient secrets.

Designer Notes

This, the fourth incarnation of Mythosystem, represents a major rewrite of the rules, system and setting. Unlike previous versions Mythosystem now includes a basic setting to illustrate the mechanics and provide something more flavoursome than cut and dry details and difficulties.

Originally envisioned as an under-thirty page, generic fantasy version of the core-rules used in Wayfarer's Song, Mythosystem has grown to be something a little different.

Mythosystem is now very much a field for experimenting with mechanics and ideas. Some ideas will work, some may not. Over time I aim to replace the interesting ideas that never quite

pan out with new interesting ideas that might, and in this way eventually create an elegant, simple system for fantasy role-playing.

Changes in Version Four include a complete revamp of the skill mechanic, an addition of detailed setting information to provide better examples to hang the system on, and a shift away from subjective character creation. I'm still very keen to work on a subjective game system, but I no longer think that Mythosystem is the system to do it.

I have also reworked magic and included and new and more interesting system for sorcery that is linked to the new setting.

On the Setting

Although the Setting is not particularly innovative it hopefully does more than just rehash other people's ideas. I've taken the approach of creating something the same, but different. There are fantasy tropes and archetypes but none of the traditional fantasy races, those all-pervasive orcs, elves and dwarves. The setting in many ways follows after the trend of some modern fantasy fiction in which the basic concept of a fantasy world - a place rich with magic and strange peoples, often representing distilled aspects of humanity - is taken and twisted just slightly into something a little bit new, a little bit different.

Terminology

D10: A ten-sided die. Available from any games and hobby store.

Player-Character: Each player takes on the role of a single character in the game. These are termed player-characters to differentiate them from all other non-player characters.

Storyteller: The Storyteller is the only character without a personal character. Instead she plans adventures, and controls all the various non-player characters, natural elements, and act-of-god plot devices of a game.



Legalese

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- 1) Correct authorial credit is given
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Mythosystem, however, remains always the legal and moral property of the author: Christopher Johnstone. He can be contacted by e-mail at: chris.johnstone@ekno.com

Further Legalese Necessitated by Stupid People

Now repeat after me: I am not an elf; I cannot cast magic spells; there is in fact no such thing as magic; there are no fairies in the bottom of my garden; I do not have a unicorn in my room. This entire book is fantasy. It is a game, it is not real, it is a game, it is not real, it is a game etc.

Part Two: Characters

| | |
|-------------------|----------------------------|
| Step One | Character Concept |
| Step Two | Choose Character Race |
| Step Three | Choose Backgrounds |
| Step Four | Determine Skill levels |
| Step Five | Presence, Courage, Stamina |
| Step Six | Health and Toughness |
| Step Seven | Sorcery and Magic |
| Step Eight | Choose Passions |
| Step Nine | Belongings and Wealth |

Step One: Concept

The first step in creating a character is the invention of a concept. Do you want your character to be a grizzled warrior, expert with sword and axe? A naïve youth, unworldly but gifted with the latent powers of a sorcerer? A gold-hungry merchant, always ready to turn a deal?

Step Two: Kith and Kin

You now need to choose a **Race** for your character from among the free peoples of Archaen. Do you want to be a willowy and winged Glym, a shy giant Hurrion of the forests, a wizened Orgu, keeper of elder lore, or a lordly human?

Glym

The smallest and most elusive of the folk of Archaen, the Glym seldom stand taller than three feet and are slender and willowy of build. Two silken dragonfly wings of varied and lustrous colours sprout from the shoulders of the Glym. But although they can hover in a fluttering, clumsy way, the Glym are too heavy to ascend high into the air with any ease and their wings are more useful for gliding from heights.



Glym

In colouring the Glym vary from ivory, through to pale wood, silvery and ocean tones. Their eyes are luminous, almond and utterly black and their voices musical, high and full of the sounds of wild, airy things.

The Glym once dwelled in great numbers and wondrous cities throughout the vast hills and hollows north and east of the Mystenwode. But during the Great Sundering their homelands were swept by war and flame. The Drakhul saw no usefulness in the fragile Glym, not even as slaves or creatures ripe to be bred into new servants. Many were slain and slaughtered.

Survivors of the great wars fled south, leaving behind their artful cities of elegant stone to make new homes in the south. Some settled in the coves and bays of the south shores, others

made a road west into the Greymurk Mountains, there to make new cities in memory of those that were lost to them.

Agile and Stealthy: Agile by nature, the Glym, now a scattered and hunted folk, have had to learn swiftly how to become just as stealthy. Add one rank to your Daring and Subterfuge.

Expert Musicians: Glym have an ear for music that borders on the supernatural, their voices are sonorous, their instruments haunting. Add a rank to your Trade skill and make a note that this represents the musician trade.

Slight of Build: Glym are generally of a willowy and lithe build and are seldom very muscular. No Glym can exceed a High Fortitude.

Winged: Glym are able to glide with great competence, and can manage a slow, very difficult ascent. Glym can glide fifty to a hundred paces from the height of a small tree or rooftop.

Gnorrel

A diminutive, stocky folk, squat and square of features, grey or ruddy of skin, and always friendly of face. The Gnorrel have ever been a folk of the hills, plains, coasts and open places. It is they who among the word-speakers first ploughed the earth and fished the lakes, built towns and hamlets.



Gnorrel

From their first age-old beginnings as nomadic tribes scratching for grubs with their great claws, the Gnorrel have risen to the place of merchants, farmers and craftsmen.

But the Gnorrel have a skill for craft and metallurgy and a back for labours that the Drakhul long ago perceived and set upon. For the armies of the Drakhul needed tools of war, and swords are not made without swordsmiths. So it was that the villages and towns of the Gnorrel were set upon by soldiers of the Drakhul, and many of the stout Gnorrel were taken and chained to the forges of the north, their minds wiped clean by the Stone of Souls. Those who were taken became the Broken Folk, the hunch-backed and char-skinned thralls of the shadow - staring-eyed, mindless, witless, and soulbound to the Stone of Souls.

But those who fought and fled found shelter in the farthest south where the Drakhul are yet to reach their rule.

Going amongst the lands of the south, the Gnorrel settled in many pockets, small hamlets in the country and founded anew cities. Here they have become wealthy, rich and a little naïve, hoping perhaps that the gaze of the Drakhul has left them forever, but on nights when the sky is dark and the great red moon dim fearing that it has not.

The Gnorrel are thick of and sturdy, with bones like rock and leathery, ruddy skin. They can suffer the heat of the forge with no discomfort and can work and till the fields of a farm without rest. Their tail makes them surprising well balanced and dextrous, and their great claws are strong enough to dig up roots and grubs when pressed to extremes. When pressed to fight the Gnorrel are tenacious, unwilling to give an inch of ground and as dangerous as any servant of the Drakhul. But the Gnorrel are not warlike by nature, their tempers are as calm and stony as the earth and the adventurous among them are viewed with more than a little suspicion by their fellows.

Craftsmen: Gnorrel pride themselves on their talents with stone, wood and bone. Add one rank to your Handcrafts skill.

Tough and Stout: Gnorrel are thick of skin and tough of sinew. Gain a bonus +2 to Stamina.

Thick Claws: Gnorrel use their claws to dig fields and trenches. When used to kick at an

enemy a Gnorrel's claws are treated as Menace 3 weapons.

Hurron

Long have the Hurron been denizens of the Mystenwode forests, long have they guarded the deep woods against the encroach of outsiders.

And though the forest are now infested with shadows and though now evil things lurk in the glades and valleys, the Hurron still walk the woods and guard their old realms.



Hurron

The Hurron are a folk whose appearance, brutish and ponderous and huge of girth belies wisdom and magic that runs deep in their souls. The Hurron have so long dwelled in the lonely places of the earth that their wild arts and magics have become a part of their very souls. All Hurron can speak the language of birds, it is known to them the secrets of power of trees, rocks and air and no Hurron is without friends while feral things lurk nearby.

Hurron stand when full grown as tall as a young tree, their bodies are hairy, thick and knotted by muscles, their faces are heavy and frowning,

but though they are a fearsome looking folk, the Hurron are ponderous, passive and shy. They make poor warriors and during the great wars and the Sundering most Hurron chose not to fight but to retreat deep into their woods and there to hide and wait in enclaves.

But though they hid themselves well the shadows found the cities of the Hurron in time. The forest of the Mystenwode is now a spirit haunted and dangerous place and the Hurron enclaves that still stand are beset nightly by monstrous things. The magic of the Hurron may be powerful, when fired to war their arms may be strong, but the shadows grow every day in strength and the councils of the wise grow every day more desperate.

Earthsong: The Hurron know the magic of the earth, wind, rains, woods and waters wild. You can spend one or more Fate Points in the game to sing an Earthsong and summon the elements to your aid. Rocks will roll, branches will warp and grow and twist and waters will part for your music. Use the following guideline to determine the power of your music.

| | |
|-------------------|----------------------|
| One Fate | Subtle Effect |
| Two Fate | Noticeable Effect |
| Three Fate | Remarkable Effect |
| Four Fate | Awe-Inspiring Effect |
| Five Fate | God-Like Effect |

Mountainous: Hurron are huge and square of build. All Hurron gain a bonus +2 ranks to their Fortitude.

Pacifist: It is not in the nature of the Hurron to be violent. Courageous and forthright they may be but to bring a weapon to bear upon another sickens their hearts. No Hurron can have a **Combat** skill higher than **Average**. Also, before inflicting injury on another a Hurron must make a Test of Willpower against a Very High difficulty. If the test fails the Hurron is unable to bring himself to inflict hurt.

Thudding Fists: Most Hurron don't know their own strength and find it difficult to pull blows. When a Hurron is forced to inflict injury in a battle add +3 ranks to the Menace of the Hurron's weapon.

Wild Tongues: The ability to speak the secret language of beasts is known to all Hurron. Treat your character as being able to communicate in a halting way with the more intelligent of wild things.

Woven Blood: The gift of Weavesight runs strong in the blood of the Hurron. Although not

all Hurron possess this gift a great many families do. Any Hurron may purchase the Weavesight background for zero points instead of the usual one point.

Orgu

The Orgu are a strange, rare and much mistrusted folk. Hunched and marked by wrinkles, even when young, their faces full of knowing and wear, their skin is a tangle of midnight blue tattoos, their chattels hanging from belt and cord, a clattering mixture of weird and charmed curiosities.

the Orgu are a long-lived, scattered and secretive kith. Few children are born to them and those that are born into the world open their eyes already full of sorrow and wisdom. For the Orgu are a folk who long have steeped themselves in the secrets of the world, in the ways of the darker arts, in oracular charms, prophecy, and potions.

The Orgu know how to listen to the voices of the dead, they know how to cast the bones and read the rise and fall of the short-lived and fiery folk by the wheel of the stars.



Orgu

Orgu dwell in sparse and secret holds, built into the bedrock of mountains, under the roots of forests or even beneath the towers and walls of human cities. Each hold may be home to several Orgu, living and working together to further their understanding of the universe and glean secrets from the great arcane devices, tools and instruments that have over the years been built into the rambling rooms of each holding.

Doomed of Dreams: The Orgu are born knowing their own deaths. Through their life they will dream of the moment of death. This macarbe lore is held as a deep and personal secret by the Orgu, never spoken of, but always dwelling in their minds. Because of this strange gift the Orgu have spent much time and effort in trying to deduce whether fate is inescapable. Are lives really free? The understanding now is that fate is flexible but that if an Orgu escapes her death, eventually, in time the same death will come looking for her again.

Powerful of Lore: Orgu are profoundly well learned. Gain ten points to spend on Learning Skills when allocating ranks.

Oracular Arts: All Orgu know the meaning in the wheel of stars and the flight of birds. Whenever you wish to consult the secret lore of the world the Storyteller rolls a d10 in secret. Result 1 - 2: Answer the player's question with a false prophecy. Result 3 - 8: Answer the player's question with a true but riddled and confused prophecy. Result 9 - 10: Answer the player's question with a true, clear and detailed prophecy.

It takes you three hours of game time to consult your arts in this way.

Ratatikitanosk

In the tongue of this folk of the forests the name Ratatikitanosk means 'Lordly Canopy Leapers', although they - and others - more commonly call themselves by the shorter and less chattering 'Tanosk' - meaning simply the Lordly.

Boisterous, full of bravado, not a little aggressive and twitchy, the hearts of the Tanosk are as full of glorious courage and brave songs as their pelts are full of lustrous hues of red, gold and midnight.

The shadow of the Drakhul has not reached to the Tanosk's far south and western corner of the world. So it is that this folk dwell still now,

as they have for centuries, in suspended arboreal hamlets in the great limbs of the Copperleaf trees south of the Greymist Mountains. From their leafy homes the Tanosk go about their lives, hunting the forests for game, farming moss from the branches and gathering spiceberries to make into ale.

Tanosk are about the same height as a Gnorrel, although much more wiry beneath their plush coats of fur. Each Tanosk clan has a distinctive stripped coat, ranging in colour from white to gold, through to red and sometimes black. Their great tufted ears are always twitching and swivelling picking up the smallest of sounds and their eyes are ever watchful and blinking.



Tanosk

Sharp of Senses: Tanosk are acute of vision, smell and hearing. Gain two ranks of Wits.

Leapers and Climbers: The Tanosk can climb vertical surfaces with ease that most creatures walk upon the ground. They can also leap several times their own body length in any direction, even from standing still.

Courageous and Daring: Tanosk pride themselves on their adventurous spirit. Gain an additional five points to spend on Adventure Skills when allocating ranks to skills. Also add +2 to your Courage.

Designer Notes

What I have tried to present with the player races of the Shattered Lands are a group of interesting, slightly strange creatures who may individually have one or two particular powers

but alone are not much of a match for the Drakhul and their armies.

The player races, however, can be accused of being a little too narrow in scope, and as players you should keep in mind that although the descriptions are of typical members of a given kith, your character can be, and possibly should be, an atypical example of his or her folk.

Step Three: Backgrounds

Backgrounds represent a little of your character's history, already learned skills, experience and heritage. You have five points to spend on Backgrounds. Some Backgrounds can be bought more than once, which then multiplies the effect of the Background. This is always mentioned in the text of the Background if this is the case. If you purchase a Background more than once add a rank to it on your character sheet. If for instance you purchase "Adventurous" three times, make the note **Rank Three** next to it on your sheet.

Adventurous

Ever since you were born, you have been a magnet for trouble and adventure. Always your elders shook their heads and wondered at you scrapes and close calls. But you've managed to survive childhood and the experiences you've gained are already serving you well. Gain an extra three points to spend on **Adventure Skills**. You may purchase Adventurous more than once.

Crafter and Trader

Early in life you showed a flair for the creative and crafters arts and the trade thereof. Gain an extra three points to spend on **Craft Skills**. You may purchase Artful in Crafts more than once.

Blood of Kings

During the Sundering of the earth many kingdoms were rent and ruined, many empires were cast to the dust. You are the heir of a once-great kingdom. Will you be able to remake the old realm and restore it to old glories?

Clever of Mind

You've always had a knack for outwitting others and a natural understanding of cunning and tactics.

Add One rank to either Wits, Charisma or Persuasion. You may buy this background more than once.

Friend of the Powerful

You are a friend, councillor and close ally of a powerful individual or group. Is it a king or queen? A wandering wizard? A cabal of knowing seers or rich merchant craftsmen?

Grim in War

You have seen blood and war and have faced down both flame and sword. In battle you stand hard and fast, unflinching, unwavering. Add two Ranks to your **Courage**. Courage has a base of ten ranks. You can purchase Grim in War more than once.

Hale and Hearty

You are fit, hale and healthy, great of endurance and tireless in toil. Add two Ranks to your **Stamina**. Stamina has a base of ten ranks. You can purchase Hale and Hearty more than once.

Heir of Great Fortune

You are born heir to a great and vast fortune. Perhaps the fortune is safe in the hands of your parents, or perhaps it is the target of plots and treason. Or is it lost or stolen, awaiting your claim?

Heroic of Deeds

You have already proved yourself by heroic deeds on the field of battle. Add a Rank to your **Combat** skill.

Huge of Stature

You are unusually massive of build and strong of sinew. Add one rank to your Toughness. Your base **Toughness** depends on your Race.

Iron Will

You are fiery, stubborn and wilful of nature. Add two ranks to your **Presence**. Presence has a base of ten ranks. You can purchase Iron Will more than once.

Learned of Lore

Gain an extra three points to spend on **Learning Skills**. You may purchase **Learned of Lore** more than once.

Lithe of Body

You are agile, artful and nimble of body. Add one rank to either Wits or Daring.

Riches

Perhaps you have been born into affluence, perhaps you have been lucky in trading, or fortunate with wins at gambling. Add two ranks to your Wealth. You can buy this Background more than once.

Wealth starts at Base Four without this Background. Wealth cannot exceed ten ranks.

Silvered Tongue

You are cunning, charming, and manipulative, a student of human nature and a master of social guile. Gain an extra three points to spend on **Social Skills**. You may purchase Silvered Tongue more than once.

Sorcerous Arts

Born with the Weavesight (A prerequisite Background, see below), you are trained in the manipulation of the invisible threads of magic that make up all enchantments.

Gain knowledge of two **Weaves of Sorcery** of your choice. You may purchase Sorcerous Arts more than once. For each additional rank in Sorcerous Arts past the first you gain the knowledge of two Weaves of Sorcery of your choice.

Weavesight

You were born with the talent to see the threads of magic that bind and swirl about all enchanted things. In you is the latent power to manipulate these threads and work your own magic, but you have not necessarily been schooled in the arts of sorcery.

If you do not take the Sorcerous Arts background then you are considered a latent and unschooled sorcerer and are restricted to an Unskilled Sorcery skill until you find training.

Colours in the Weave

Magical weaves have varying colours depending on the intent of the enchantment.

| | |
|------------------------|--------------------------|
| Azure | Healing magic |
| Dark Red | Harmful or fiery |
| Deep Green | Wild, earthy in nature |
| Flickering | Faded or unstable |
| Gold | Protective or warding |
| Greenish Yellow | Sickly or diseasing |
| Grey | Associated with the dead |

Wise in the Wilds

You are an experienced in the ways of the wilds, hunting, tracking and survival. Add one rank to your **Wilderness** skill.

Step Four: Skills

Skills are learned talents ranked on a scale from Unskilled through to Mythic. All skills start at Unskilled unless you spend Skill Points on them during character creation. If you look at your character sheet you will find that Mythosystem uses a set of twenty Skills with simple, flexible definitions.

Skill Points

Characters have thirty points to spend on Skills. You can either choose to specialize in a few skills or spread out your pool, gaining a broader range of talents. You cannot begin play with skills higher in rank than Extraordinary. Remember to add any bonuses gained from Backgrounds.

Skill Level

| | |
|---------------|-----|
| Unskilled | 0 |
| Minimal | 0 |
| Very Low | 1 |
| Low | 2 |
| Average | 3 |
| High | 6 |
| Very High | 10 |
| Extraordinary | 12 |
| Epic | --- |
| Legendary | --- |
| Mythic | --- |

Example

Yarrow has thirty points to spend on her skills, as well as an additional three points to spend on Adventure skills because of her Adventurous background.

Yarrow's player decides to distribute the points in the following way: Very High Daring (10 pts.), Low Wits (4 pts.), Low Subterfuge (4 pts.), Very Low Woodcraft (2 pts.), Average Perception (6 pts.), Average Persuasion (6 pts.), and Minimal Charisma (1 pt.)

This totals 33 points. Yarrow's player also took the Background Lithe of Body, which adds a rank either to Wits or Daring. Yarrow's player chooses to add the rank to Wits, bringing Wits to Average.

Adventuring

| | |
|-------------------|--|
| Combat | Melee, Archery and Brawling |
| Daring | Acrobatic and daring deeds |
| Fortitude | Physical stamina and brute strength |
| Subterfuge | Stealth and thievery |
| Wits | Quickness of reflexes, general awareness |

Craft

| | |
|-------------------|---|
| Handcrafts | Humble crafts, bone or woodcarving, weaving, making repairs |
| Healing | The practical art of healing, including the use of herbs |
| Mercantury | Appraising, haggling, buy and selling at a profit |
| Trade | A profession such as farmer, tinker, or bard |
| Woodcraft | Outdoor skills, hunting, tracking and survival |

Learning

| | |
|------------------|---|
| Council | Oratory, skill in persuasion |
| Language | Fluency and cunning of speech, as well as languages spoken |
| Lore | General knowledge |
| Sorcery | Knowledge of magic. Purely academic unless you have the background 'Sorcerous Arts' |
| Willpower | Discipline of mind |

Social

| | |
|---------------------|--|
| Charisma | Charm, carousing and humour |
| Fellowship | Network of friends and allies |
| Intimidation | Ability to pressure and threaten |
| Perception | Empathy, understanding motives and emotions |
| Persuasion | Oratory, manipulation, trickery and arguing skills (Haggling comes under Mercantury) |

Step Five: Presence, Courage and Stamina

Player characters have three Attrition Stats, Presence, Courage and Stamina. All three begin at rank 10 unless you have purchased Backgrounds that specifically increase their values.

Presence is used in contests of mental powers, social intrigue, insults or riddles. A loss of a contest of mental skill results in a temporary injury to your Presence. If your Presence reaches zero then you are defeated.

Courage is used in melee, brawling, battles of sorcery and other pitted and dangerous physical conflicts. As with Presence your Courage is damaged if you lose a Contest of Skill. If your Courage reaches zero then you are defeated.

Stamina is similar to Presence and Courage except that it is used in chases and other contests of endurance.

Step Six: Health and Toughness

Especially in combat characters can suffer serious injury as well as damage to their Courage. All character begin play with five ranks of Health.

| | |
|-------------------|----------|
| Rank Zero | Hale |
| Rank One | Scathed |
| Rank Two | Injured |
| Rank Three | Mauled |
| Rank Four | Crippled |
| Rank Five | Dead |

Toughness is used to determine how seriously you are wounded by an attack that passes your defences. Toughness is based on your character's race. Toughness can be augmented by armour and shields.

| | |
|----------------|------------------|
| Glym | Base 0 Toughness |
| Tanosk | Base 1 Toughness |
| Orgu | Base 2 Toughness |
| Gnorrel | Base 3 Toughness |
| Hurron | Base 4 Toughness |

Step Seven: Sorcery and Magic

Those characters with one or more levels of **Sorcery** and both the **Weavesight** and **Sorcerous Arts** background gain the power to learn and cast magical spells.

If you want to play a sorcerous character then you will have to read over Part Five: Sorcery. For now here is a brief overview of magic.

Essence and Marks

All characters begin play with a base of five Essence. Essence is used to give power and fuel to spells, to shape the threads of magic and give them form and fire.

As character's delve deeper into the arts of sorcery a little of the magic they work stays with them. This residue of magic leaves sorcerous Marks upon the character, but leaves also a little enchantment, increasing the character's potential Essence.

At each increasing rank of your Sorcery skill you gain one sorcerous Mark. Sorcerous Marks are chosen by the player from the list provided. Some Marks will provide you with more Essence than others, although these more potent Marks also carry more serious consequences for the character.

Weaves of Magic

Sorcery is worked through the summoning of raw power and the drawing out of this power into threads of magical energies. These threads are formed into patterns that have particular charmed effects in the mortal world.

To most mortals the threads of magic are invisible, to those gifted with Weavesight magic is a swarming pattern of woven glowing lines. Any character possessing Weavesight can potentially learn to master the threads of magic and work sorcery, but only those with both Weavesight and Sorcerous Arts as Backgrounds begin play with the ability to work enchantments.

| Sorcery Skill | Marks Sorcerous |
|----------------------|------------------------|
| Minimal | One |
| Very Low | Two |
| Low | Three |
| Average | Four |
| High | Five |
| Very High | Six |
| Extraordinary | Seven |
| Epic | Eight |
| Legendary | Nine |
| Mythic | Ten |

Choosing Weaves of Magic

Before beginning play those players with sorcerous characters need to choose Weaves of Magic. All characters with Sorcerous Arts as a background start play with two Weaves of Sorcery of your choice. Additional Weaves of Sorcery are gained by taking additional ranks in the Sorcerous Arts.

See Part Five: Sorcery for a full discussion of Sorcery and descriptions of Weaves of Magic.

Sorcerous Marks

Choose one for each Rank of Sorcery skill you have mastered. Add up your total Essence based on the ranks granted by each Mark.

Aged by Magic

Essence: 5

You outwardly age at twice what is normal. At twenty you will look forty, at forty you will look eighty. Your lifespan is not, however, affected and you remain inwardly as fit as a person of your age would normally be.

Aura of Magic

Essence: 3

Animals and people immediately sense that there is something strange and eerie about you. Animals may shy and back away, people will become uncomfortable without knowing exactly why.

Burn of Iron

Essence: 4

Iron, that most mortal and dull of metals blazes hot when it come near you. This effect extends to alloys including steel. Whenever you are touched by Iron the metal deals you a Menace 3 burn attack once per round that it remains in contact with your skin.

Being within a foot of any iron or steel, even if it does not touch your skin causes uncomfortable, almost painful sensations.

Enchanted Voice

Essence: 2

There is magic in your voice, enough to fascinate a single character, holding them frozen and charmed while you speak. You can only fascinate characters in your presence and only one character at a time. It costs you One rank of Essence to do this. Fascinated characters can take no actions unless they are physically threatened in which case he or she snaps out of the mesmerist trance.

Eyes of Midnight

Essence: 2

Your eyes turn as utterly black as the night sky whenever you cast a spell.

Flare of Magic

Essence: 2

Whenever you cast a spell a reddish gold glow of bright lights flare and dance about you.

Furious as Thunder

Essence: 2

When angered you voice becomes a booming and thunderous thing, supernatural and powerful in its echo.

Illusory Spirits

Essence: 3

You are constantly followed about by faint phantom spectres, weird but harmless manifestations of your magic that swirl and whirl like thistledown about you.

Luminous Aura

Essence: 2

You are always bathed in a faint glowing shroud of light. In pitch darkness you can see a foot or so by this light.

Moonlit Eyes

Essence: 2

Your eyes shimmer with a faint moonlit glow in darkness.

Racking Sickness

Essence: 6

Too much magic in your veins has made you frail and ill. You lose two ranks each from Health, Courage and Stamina.

Sonorous Voice

Essence: 2

Your voice becomes strangely musical, supernaturally eerie, and full of hidden mystery and weird hints of unknown things.

Timeless of Years

Essence: 2

Your lifespan doubles and you cease ageing at the point where your outward appearance is approximately eighty years of age.

Traceless of Steps

Essence: 2

You no longer leave footsteps while walking or running, regardless of how soft the surface.

Wound Thief

Essence: 3

You gain the power to take the burden of another character's injury onto yourself. You may spend one rank of Essence to heal an injured character one level of health. When you do this you also suffer one level of injury to your health. This injury to you cannot be averted or healed in any way, even by further magic.

Withered

Essence: 5

You are withered into a skeletal frame by the searing ebb and flow of sorcery. No matter how much you eat or rest you will always appear haggard and starved.

Step Eight: Passions

All characters have goals, whether it is the selfish need to own more golden and glittery things, the thrill of seeking out lost ruins or the heroic desire to help those who cannot help themselves. Each character has three Passions to represent these goals.

A Passion provides a structured context for rewarding in-character behaviour. Each time a character achieves a given Passion-related goal, then he or she is rewarded with one or more Fate points. More dangerous or unusual Passions reward the character with more Fate points.

Fate points can be used either to alter the course of events in a game or advance the ranks of your skills and other talents.

Inventing New Passions

It's very likely that eventually a player will create a character whose concept needs him or her to be pursuing one or more goals that are not in the following list. In this case allow a player to submit a new Passion with conditions for completion and reward.

Battle (Three Fate)

The flash and clash of silvery steel is your delight, the crush of shields and the roar of war. Each time you enter into a battle and emerge victorious gain Three Fate.

Baubles (One Fate)

Long have you hungered after beautiful, gleaming things. Each time you acquire a new unusual object of beauty and value, be it a piece of artwork, a cut gem or an enchanted relic gain One Fate point.

Compassion (Three Fate)

Your heart is kind and the shadow of anger and hate cannot enter into it. Each time you show kindness, compassion or mercy to an enemy gain Three Fate.

Cunning (Two Fate)

Tricks, riddles and guile are your forte. Each time you solve a dangerous problem through wits and cunning instead of resorting to brute force, allies or sorcery gain Two Fate.

Dramatics (Two Fate)

You are in love with your own flair, drama and panache. Each time you successfully pull off a particularly dramatic stunt, be it swinging from a chandelier, sliding between the legs of a brutish monster or climbing a thorn-clad wall, gain Two Fate points.

Food and Drink (One Fate)

Seed cakes and tea, wines, cheeses, honeyed sweets and all tasty morsels. Whenever you spend a day enjoying good, expensive and filling meals gain One Fate.

Friendship (One Fate)

Social, gregarious and always ready with a laugh a smile and tankard of something very tasty. Each time you befriend a stranger gain One Fate.

Heroics (Three Fate)

The flame of the hero burns in your chest. Each time you answer a plea for help or rescue a character from danger gain Three Fate.

Horizons (One Fate)

You are ever on the road, driven to see what lies over the next hill and valley. Each time you visit a new town, forest, ruin or similarly important location gain Two Fate.

Logic (Two Fate)

The rigors of logical process and intelligent reasoning are dear to you. Whenever you are able to explain something appears to be inexplicable, or are to solve a serious problem by logical deduction gain Two Fate.

Melodrama (One Fate)

Emotional drama is your bread and butter. You love to be the centre of attention and to draw a crowd fills your heart with contentment. Each time you make a scene in public gain One Fate.

Power (Two Fate)

What you seek is power, mastery, lordship over all and sundry. Whenever you gain a new underling, servant or hireling gain Two Fate.

Renown (Two Fate)

Leave riches and power to everyone else, what you hunger for is fame. You want your name to be heard in songs of poets for centuries unspent. Every time you do something worthy

of song, with a audience present to see you do it, gain Two Fate.

Revelry (One Fate)

Life is there to be enjoyed, and you know very well how to enjoy it. Each time you attend a banquet or dance, or spend a night in singing and revelry gain a Fate Point.

Sorcery (Two Fate)

The hidden secrets of the world are you delights, the ancient lore and the lost knowledge of the ancients. Each time you learn a new Weave of Sorcery, glean a new piece of forgotten lore, or learn a new titbit of magical knowledge, gain Two Fate.

Survival (One Fate)

All you really want is to live to see tomorrow. Each time you survive a dangerous situation in which other characters are injured but you escape unscathed gain One Fate.

Wonders (Two Fate)

To set your eyes on the strange, bizarre and wondrous is your delight. Each time you meet a wondrous, enchanted or bizarre creature, or see an equally wondrous place or object gain Two Fate.

Step Nine: Belongings and Wealth

Mundane belongings and Wealth in the form of coins are not recorded in a piece-by-piece way. Instead Mythosystem uses a single Wealth attribute rated on a scale of one to ten.

Using Wealth

Whenever you wish to buy something in the game world or root around in your backpack or house check the value of the item against your Wealth. If the value is less than your Wealth then you are considered to have either enough cash to buy the item or you simply remember where you left it.

If the value of the object is more than your Wealth then roll a d10. If you score less than your Wealth then you are lucky and manage to find the wanted object on the cheap. If you fail then purchasing the object will deplete your Wealth by the object's Cost.

All new characters start with a Wealth of Four Ranks unless otherwise stated by a given Background.

| Object is... | Value | Cost |
|--------------|-------|------|
| Plentiful | 2 | 1 |
| Common | 4 | 2 |
| Uncommon | 6 | 3 |
| Rare | 8 | 4 |
| Priceless | 10 | 5 |

Example

Yarrow wishes to obtain a toy doll to give to her niece. The Storyteller determines that toy dolls are Common. Yarrow's Wealth is 6, which is more than the value of the toy. She can easily buy the toy.

She then wants to buy a necklace of emeralds. The Storyteller decides that necklaces of emeralds are Rare. The value of the object is higher than Yarrow's Wealth (6) so she rolls a d10. She scores a 9, and so cannot find any necklaces on the cheap. She must deplete her Wealth by 4 ranks to own the necklace. On balance Yarrow decides that she doesn't need a necklace after all.

Buying and Selling

You can trade Wealth and Belongings at a 1:1 ratio as long as you have a market at hand to trade in.

Precious Things

During the game you may acquire objects or possessions that you consider too valuable to lump in with either Belongings or Wealth. Arms and armour, craftsman's tools, a flawless sapphire, a jewel-inlaid dagger are all potential examples. In this case write the object down separately and keep track of it as an individual item.

Your Storyteller may allow you to make a note of a few precious things to begin play with depending on your character concept.

Depletion

The rate at which you are depleting or adding to your Wealth and Belongings is at the discretion of the Storyteller. If you are spending a lot on food and wine but earning nothing she may deplete you wealth by one or more points at the end of a game session. If your character finds a chest cramped with gold and gems she may add two or three points to your wealth.

Determining Wealth and Belongings

If you wish to use an Objective method to allocate points to Wealth and Belongings simply split ten points between them.

On a subjective level you can simply set each at a rank that you feel makes sense for your character.

Step Eight: Arms and Armour

A character's beginning arms and armour are based on the Combat skill. The rationale being that a character who has spent time devoted to Combat is more likely to possess good tools of the trade.

Armour augments a characters Toughness, increasing it to an upward limit of nine ranks.

Weapons have a Menace, a ranking that measures how lethal they are in combat.

When attempting to inflict injury with a weapon a character rolls one d10 for each of the weapon's rank of Menace.

Each d10 that score's above and over the opponent's Toughness inflicts one level of injury to the opponent's Health.

Menace and Toughness are based not on heaviness or materials alone but on quality and workmanship. You could, if you wished, choose to own a razor sharp dagger of Very Good quality and Menace 5 while another character owns a dull, poorly made battle axe of Poor quality and Menace 2.

| Combat Skill | Arms and Armour | |
|--------------|-----------------|-----------------|
| Unskilled | Very Poor | |
| Terrible | Very Poor | |
| Very Poor | Poor | |
| Poor | Poor | |
| Mediocre | Average | |
| Average | Average | |
| Fair | Good | |
| Good | Good | |
| Very Good | Very Good | |
| Weapons | Menace | Armour |
| Very Poor | 1 | +1 to Toughness |
| Poor | 2 | +2 to Toughness |
| Average | 3 | +3 to Toughness |
| Good | 4 | +4 to Toughness |
| Very Good | 5 | +5 to Toughness |

Part Three: Action Resolution

Action resolution in Mythosystem is based on Tests of Skill versus a difficulty set by the Storyteller.

The Test of Skill

Skill both measured on a scale of ten ranks from Very Low (1) to Mythic (10).

| Rank | Skill Level |
|------------|---------------|
| Rank One | Minimal |
| Rank Two | Very Low |
| Rank Three | Low |
| Rank Four | Average |
| Rank Five | High |
| Rank Six | Very High |
| Rank Seven | Extraordinary |
| Rank Eight | Epic |
| Rank Nine | Legendary |
| Rank Ten | Mythic |

Tests of skill result when a character comes into direct opposition with a danger or obstacle, e it clambering up a treacherous slope, trying to catch a falling crystal orb, or swimming across a swollen river.

In a basic Test of Skill roll 1d10 and try to score under your skill. If the Test is more difficult than average you may need to score a certain number of levels below your skill to succeed.

| | |
|---------------------------|-------------------------|
| Average | Roll below your skill |
| Difficult | One rank below skill |
| Very Difficult | Two ranks below skill |
| Insanely Difficult | Three ranks below skill |

Example

Yarrow wants to climb a wall. Her Agility is Extraordinary (7) and the wall is of average difficulty. Yarrow rolls a 4. This is less than 7, so she succeeds and climbs the wall.

Later she wants to clamber up a waterfall. The Storyteller decides that the waterfall is Very Difficult. She now has to roll under 5 (Two ranks below 7) to succeed.

The Contest of Skill

Contests of Skill are needed to resolve conflicts between two characters in the game, or sometimes a character and an active but insentient force of nature such as a hurricane, flood or fire.

Contests of Skill fall into two categories, Brief and Prolonged. A **Brief** Contest of Skill represents a quick clash between two characters. A **Prolonged** Contest of Skill results when two or more characters engage in a

drawn out battle, chase, argument or similar conflict.

Brief Contest of Skill

In a brief Contest of Skill the two conflicting characters nominate actions and relevant skills. Each then performs a standard Test of Skill. The character who scores the lowest pass on their skill (i.e. the lowest roll) wins the Contest.

Degree of Success

The difference between your skill and your roll is termed the **Degree of Success**. If you have a skill of six and roll a two you have a degree of success of four. Likewise if you roll over your skill the difference is termed a **Degree of Failure**.

Example

Yarrow is stopped at the door of a palace on the night of a festive gala without an invitation. She tries to convince the guards that she has been invited by using her Persuasion. The guard on duty counters this with Perception. Yarrow has a High Persuasion (5), and the guard has an Average Perception (4). Yarrow scores a 3. The Guard also scores a 3. Yarrow's beats her skill by two ranks (5 minus 3) whereas the guard only beats his skill by one (4 minus 3). Yarrow wins this brief Contest of Skill.

If both characters fail their Test of Skill then the contest is a stalemate and another roll must be made.

Prolonged Contest of Skill

Prolonged Contests of Skill are used to resolve battles of arms and magic, arguments, games of riddles, contests of insults, chases or any similarly dangerous and serious conflict.

Victory and Defeat

Player characters have three attrition stats, **Presence** for courage, presence or mind and willpower, **Courage** for combat and brawling, and **Stamina** for chases and other feats of strength or endurance.

If a character's Presence, Courage or Stamina is reduced to zero then the character is defeated, be it by confusion, despair or exhaustion respectively.

Note that a character can also suffer injury in combat, and may in fact die of wounds before their Courage runs out.

The Action Round

The Action round is used to allow everyone a fair chance at contributing to resolving a prolonged conflict. An Action Round is an arbitrary passage of time during which all characters involved in a conflict are allowed to take one action.

| | |
|-------------------|----------------------------|
| Step One | Declare Actions |
| Step Two | Determine Order of Actions |
| Step Three | Contest of Skill |
| Step Four | Resolution |

Step One: Declare Actions

All players at the table declare their character's intended actions. All NPCs act at the end of the round, after the Player Characters have completed their actions.

Step Two: Determine Order of Actions

Order of actions is based on the nature and complexity of the actions. Actions are ranked for Speed using the following guideline.

| | |
|------------------|-------------------------------------|
| Very Fast | Yelling, reflex responses |
| Fast | Physical attacks, simple manoeuvres |
| Average | Archery and complex manoeuvres |
| Slow | Sorcery and magic |
| Very Slow | Ponderously slow actions |

Step Three: Contest of Skill

The character performing the fastest action makes the first Test of Skill. If two player characters act at the same time they can either agree to act simultaneously or roll d10s - highest acts first.

The first character to act challenges another character to a Contest of Skill. Both characters test their skill and determine who wins. Note that acting first in an Action Round isn't necessarily an advantage, as you open yourself up to the possibility of injury first as well. You enemy will hurt you if you fail.

Injury is then dealt to one of the Attrition stats depending on the type of conflict. Arguments or battles of will affect Presence. Brawling or scare tactics damages Courage. Contests of strength or endurance affect Stamina.

The amount of damage done is equal to the winning character's Degree of Success minus the losing character's Degree of Success.

If one character passes and one fails their Test of Skill, then damage is calculated by adding

Degree of Success and Degree of Failure together.
If both characters fail, no damage is done.

Example

Two characters Yarrow and Urel are engaged in an argument. Yarrow scores a 5 point Degree of Success (i.e. she rolled five levels lower than her skill). Urel scores a 2 point Degree of Success. Yarrow deals Urel's Presence three (five minus two) damage. Urel has seven Presence left. If she suffers six or more damage in the following rounds she will be defeated and Yarrow will win the argument.

In the next round Yarrow scores a one point degree of failure (i.e. she rolled one level above her skill). Urel scores a three point Degree of Success (three levels below her skill). Urel deals Yarrow's Presence four levels of damage (three plus one).

Multiple Opponents: Splitting Attention

Multiple Opponents are handled in the rules by using the Working Together rules later in this chapter.

Step Four: Resolution

A character whose Presence, Courage or Stamina falls to zero is considered defeated until the conflict ends. Characters who lose all of their Presence are confused, baffled or outwitted. Those who lose all of their Courage are defeated by despair and fear. Those who lose their Stamina are reduced to fatigued, exhausted heaps.

Defeated characters can attempt to escape danger as long as they are not guarded, held, or otherwise blocked from movement by an enemy character.

Anywhere from a few minutes to half an hour's rest is needed to restore a character's lost Presence, Courage or Stamina depending on the seriousness of the conflict and the Storyteller's discretion.

When all of the characters from a given side are defeated then the conflict ends.

Hand to Hand Combat

Combat is treated in the same manner as all other prolonged Contests of Skill, except that as well as loss of Courage on losing a Contest of Combat, injury may be dealt also to the losing character's Health.

Health and Toughness

In combat (and other physically dangerous contests) characters can suffer injuries and wounds, which may result in a character's death before defeat by loss of Courage.

All dangerous things, including weapons, have a Menace Score usually from one to five ranks.

When a character wins a Contest of Skill during combat he can choose to inflict injury. Note that a victorious character does not have to inflict injury on winning a Contest of Skill in combat. A character can choose to overcome her opponent by subduing their Courage alone. This is especially important if you want to take your enemy alive, or if the contest is friendly, a tournament or a non-lethal brawl.

If you choose to inflict injury on a successful victory of skill, then roll a d10 for each rank of your weapon's Menace. Each die that scores above your opponent's Toughness deals one level of injury to him or her.

Example

Yarrow defeats a brigand in a contest of Combat during a pitched skirmish. She decides to try and inflict injury on the brigand.

Yarrow is using a knife with Menace Three. The Brigand has a Toughness of Five. Yarrow rolls three dice and scores a 5, 7 and 9. The scores 7 and 9 are above the Brigand's Toughness and deal two levels of damage to his Health. If the Brigand only has two or less levels of Health left, then he will be killed by this blow.

Ranged Combat

If two sides are both engaging in ranged attacks on one another then the combat can be treated normally. Characters on both sides put themselves at the same risk of injury by making an attack.

But, if one side uses archery, spells, rocks or knives to attack the other, and the other have no ranged weapons to reprise with then the attacks become one-sided. In this case the targets of the attack are the only characters who will potentially suffer a loss of Health if they loose a Contest of Skill, but both sides still run the risk of loosing Courage. It is demoralising for an archer, no matter how secure or entrenched, to keep firing arrows and see none of them strike the enemy.

The Next Round

Once all characters involved in a conflict have had a chance to declare and resolve an action the Action Round finishes.

When all the characters from a given side have been reduced to zero Presence, Courage, Stamina or Health, then the conflict ends.

Cross-Pitting Skills

Want to counter the attacking monster with your Persuasion? Want to use Daring to avoid a sorcerous attack? You can. As long as you can convince your Storyteller that you can reasonably use one of your skills to counter another character's action then you can.

Working Together

Characters can augment the efforts of one another by pitching in and working together. Each character who lends aid to the primary character can lend a bonus to Skill of the primary character.

| Helper's Skill | Bonus to Skill |
|---------------------|----------------|
| Very High (or less) | +1 ranks |
| Extraordinary | +2 ranks |
| Epic | +3 ranks |
| Legendary | +4 ranks |
| Mythic | +5 ranks |



Part Four: Health

All player characters have five levels of Health. When fit and healthy Characters remain at Hale.

| Health | Recovery |
|----------|----------------------------------|
| Hale | <input type="checkbox"/> |
| Bruised | <input type="checkbox"/> ½ Day |
| Scathed | <input type="checkbox"/> 1 Day |
| Wounded | <input type="checkbox"/> 2 Days |
| Mauled | <input type="checkbox"/> 1 Week |
| Crippled | <input type="checkbox"/> 1 Month |
| Dead | <input type="checkbox"/> |

Healing

Health recovers through the process of natural healing. The recovery times listed next to each rank are the time of rest and recuperation needed to return to full health. If a character does not rest when injured then she remains injured until she does.

The Healing Skill

The Healing Skill can be used to try and speed the healing of injuries. When successful the injured character recovers at the usual time it would take to heal their wounds.

| Health | Difficulty |
|----------|---------------|
| Bruised | Very Low |
| Scathed | Average |
| Wounded | High |
| Mauled | Very High |
| Crippled | Extraordinary |



Part Five: Sorcery

Magic and spell-casting in Mythosystem is freeform within the bounds of the supernatural effects that Weaves of Magic can perform. Each Weave is a pattern of magical energies, drawn out into threads.

Sorcerers work magic by mentally summoning up and then controlling these threads of magic, twisting and knotting them into patterns. Once a pattern is fully formed, the sorcerer lets go of the threads and the pattern causes a magical effect in the physical world before fading away to nothing.

Spells

Spells are formed by threading together one or more Weaves of Sorcery. Each Weave of Sorcery added to a Spell increases the cost in Essence by One rank and the Difficulty to cast by one rank, where a spell containing only one Weave is of Minimal Difficulty.

| Weaves | Essence | Difficulty |
|--------|---------|---------------|
| One | One | Minimal |
| Two | Two | Very Low |
| Three | Three | Low |
| Four | Four | Average |
| Five | Five | High |
| Six | Six | Very High |
| Seven | Seven | Extraordinary |
| Eight | Eight | Epic |
| Nine | Nine | Legendary |
| Ten | Ten | Mythic |

Essence

Summoning up threads of sorcery saps away some of your character's Essence, her life's force, the fabric of her soul. Draining away

Essence is a dangerous thing to do, the total draining of Essence is the means by which the Drakul create the mindless Soulbound to be their slave.

A sorcerer who completely drains away all of his or her Essence becomes Soulless and passes into a state of insanity. The Soulless are much like the Soulbound, mindless, except that the Soulless have no master. Soulless creatures wander aimlessly, they do not sleep, they take whatever they want, they will eat anything when hungry, even their own kind and have no desire to clean or dress themselves. They become intelligent and somewhat cunning selfish animals.

Soulless sorcerers also lose their ability to work magic, having no Essence left to tap.

Losing Essence

Tapping away the power inherent in your own soul can be a dangerous path to power. The closer you come to having no Essence left at all, the closer you are to a cold, sociopathic state of existence.

Three Essence: If you have only three Essence left then you become somewhat remote and cold. You are unlikely to get jokes, fail to laugh or smile and generally seem withdrawn and perhaps even a little mean when it comes to strangers.

Two Essence: If you have only two Essence left then you become unable to identify with other people's complex emotions. Art ceases to have meaning to you. Music sounds like a horrid cacophony of random noise.

One Essence: At one Essence you become unable to understand even the most primal and basic emotions. You cease to understand pain, love or rage. Other characters motivations other than those that are purely logical become confusing and alien.

Dreaming

Dreams restore Essence to a character. Any character whose Essence has been depleted can heal their damaged soul by taking a full night's sleep.

Range, Targets and Duration

All parameters of a spell, the range you can cast it to, the number of targets it affects, its duration, or its area affect default to low values

unless you include specific Weaves that increase them.

Arcing Threads for instance allows you to increase you number of targets.

| | |
|-------------------------|-----------------|
| Default Area | One pace radius |
| Default Duration | One Round |
| Default Range | Touch |
| Default Targets | One |

Weaves

The following is a list of Weaves of Sorcery and their effects.

Arcing Threads

Arcing Threads allows you to project your spell at a target within your line of sight. For each Weave of Arcing Threads that you include in a spell the magic gains a range of ten paces. Without any Weaves of Arcing Threads a spell must be cast by touch.

Changeful Knots

Changeful Knots allows you to put a spell of transformation on a single target, changing a person into a sparrow, a rock into gold, a goat into a farmhand. The change lasts for as long as the spell endures.

If the target is a character and is unwilling to change then each weave of Changeful Knots in a spell deals two damage to the character's Presence. If Changeful Knots reduces a character's Presence to zero then the character is transformed into whatever creature or thing you wish.

Coiled Shadow

The Weave of Coiled Shadow causes shadows and darkness, either natural or unnatural, to thicken and turn frigid, becoming a web-like miasma of dark threads for as long as the spell endures.

The weave affects an area five feet in radius. Each additional weave of Coiled Shadow adds three paces to the area of affect.

Dark Spiral

Dark Spiral places a mesmerising enchantment of sleep upon a target character. Each Dark Spiral worked into a spell deals two levels of injury to a target character's Presence. If a character's Presence is reduced to zero by a Dark Spiral weave then he or she falls into an enchanted slumber for several hours.

Dance of Stars

Dance of Stars allows you to delve into secret knowledge of the world, gaining a true answer to a single yes or no question.

Dancing Serpent

Dancing Serpent conjures up an enchanted spectral serpent of flames that attacks a single target. For each Dancing Serpent woven into a spell the target suffers two level of injury to his Courage.

Dawn Thread

Dawn Thread conjures up a blast of raw sunlight. The sunlight can be used to see by, but is also injurious to dark spirits and undead. Each Dawn Thread in a spell will deal two levels of injury to a target dark spirit or undead spirit.

Ephemeral Threads

Ephemeral Threads allows you to conjure up an phantom illusion of sight, sound, scent or taste. Illusions created with Ephemeral Threads have no real substance and if touched with disintegrate.

Forked Coils

Forked Coils splits the flow of your magic into separate threads so that a single spell can affect more than one target. For each Weave of Forked Coils that you include in a spell you can increase your number of targets by one.

Spells that do not contain a Weave of Forked Coils are restricted to one target.

Gossamer Web

Gossamer Web conjures up a tangle of enchanted fetters and strands that can be cast upon a target. Each Gossamer Web woven into a spell deals two damage to the target's Stamina per round that the spell remains in existence.

Knot of Binding

Knots of Binding fix about the woven strands of a magic spell and make it more stable. For each Weave of Binding added to a spell the spell lasts a little longer.

Remember that even a permanent spell can be undone by

| | |
|-------------|---------------------------|
| No Knots | One Round |
| One Knot | Two Rounds |
| Two Knots | Three Rounds |
| Three Knots | Four Rounds |
| Four Knots | Maintain by Concentration |

Five Knots Permanent

Leaping Flames

Leaping Flames conjures up a flare of destructive energy in the form of crackling wizard's fire that can be used to inflict injury in combat.

For each Weave of Leaping Flames woven into a spell the magic will deal one level of injury to the target's Health.

Net of Thorns

Swirl of Thorns protects a spell against an attempt by another sorcerer to Counterspell it (see Counterspell, below).

For each Swirl of Thorns worked into a spell a sorcerer will take one level of injury to his health while attempting a counterspell, even if that counterspell is unsuccessful.

Maelstrom

Ochre threads allows you to conjure up the power to shape, control and master the storms, rains, clouds, mists and winds of the sky.

| | |
|------------------|----------------------|
| One Maelstrom | Subtle Effect |
| Two Maelstroms | Noticeable Effect |
| Three Maelstroms | Remarkable Effect |
| Four Maelstroms | Awe-Inspiring Effect |
| Five Maelstroms | God-Like Effect |

Midnight's Reel

The Weave of Midnight's Reel conjures up an enchanted air of shadows and darkness covering five paces radius. For each Weave of Midnight's Reel worked into a spell increase the area affected by two feet.

Ochre Threads

Ochre threads allows you to conjure up the power to shape, control and master the flesh of the earth: soil, stones, gravel and sand.

| | |
|---------------------|----------------------|
| One Ochre Thread | Subtle Effect |
| Two Ochre Threads | Noticeable Effect |
| Three Ochre Threads | Remarkable Effect |
| Four Ochre Threads | Awe-Inspiring Effect |
| Five Ochre Threads | God-Like Effect |

Riven Whorl

Riven Whorl is a destructive, unstable weave that makes Counterspelling another enchantment or spell easier. For each Riven Whorl worked into a spell reduce the difficulty

of counterspelling a target sorcery or enchantment by one.

Sea Green Eel

Sea Green Whorl allows you to conjure up the power to shape, control and master the waves, lakes, streams, and oceans of the world.

| | |
|----------------------|----------------------|
| One Sea Green Eel | Subtle Effect |
| Two Sea Green Eels | Noticeable Effect |
| Three Sea Green Eels | Remarkable Effect |
| Four Sea Green Eels | Awe-Inspiring Effect |
| Five Sea Green Eels | God-Like Effect |

Tailchaser Wurm

Tailchaser Wurm is a weave of warding that can be cast at any time as an interruption to another's actions. If you are about to suffer injury to your Health you can cast a spell made up of one or more Tailchaser Wurms (but no other weaves). Each Tailchaser Wurm prevents one level of injury to your Health.

Tangled Mesh

Tangled Whorls is a complex, shifting weave used to baffle counterspellers or those sorcerers who wish to steal the secrets of a spell by examine its weave. For each Tangled Whorls woven into a spell increase the difficulty to counterspell or study the sorcery by one rank.

Tendrils of Force

Tendrils of Force allows you to pick up, convey, knock down or otherwise move by magic a single solid target as long as the spell is in effect. As soon as the spell ends the object falls to the ground.

| | |
|----------------|-----------------|
| One Tendril | Coin or pebble |
| Two Tendrils | Dagger |
| Three Tendrils | Small strongbox |
| Four Tendrils | Person |
| Five Tendrils | Small cart |

Twine of Embers

Twine of Embers allows you to control the flicker and glow of one source of natural fire as long as the spell is in duration. You can snuff out a fire, cause it to flare up, form a barrier, change colour or move away in a different direction.

| | |
|-------------|-------------------|
| One Twine | Subtle Effect |
| Two Twine | Noticeable Effect |
| Three Twine | Remarkable Effect |

| |
|------------|
| Four Twine |
| Five Twine |

| |
|----------------------|
| Awe-Inspiring Effect |
| God-Like Effect |

Strands of Light

Strands of Light conjures up living, growing energy that can restore flesh and blood and life to the injured. Each Strands of Light weave in a spell heals one rank of the target's Health.

Counterspells

Any sorcerer can attempt to pick apart a spell by taking the weaves apart one at a time. The more weaves involved in a spell the more difficult it becomes to shred it into wisps of harmless magic. Counterspells fall into two classes: Unweaving and Opposing.

Unweaving

Unweaving is used to dispel magic that already exists, to pick apart a permanent or semi-permanent enchantment. It costs a Sorcerer one rank of Essence to attempt to Unweave a spell. The sorcerer then makes a Test of Sorcery against the following table.

| Weaves | Difficulty |
|--------|--------------------|
| One | Average |
| Two | Average |
| Three | Average |
| Four | Average |
| Five | Difficult |
| Six | Difficult |
| Seven | Difficult |
| Eight | Very Difficult |
| Nine | Very Difficult |
| Ten | Insanely Difficult |

Opposing

Sorcerers may also interrupt another sorcerer's spell casting and work a counterspell at the same time that a spell is being cast. This, however, is more draining that carefully and subtly taking a weave apart and potentially more difficult. Interrupting another spell requires that you defeat your opponent in a Contest of Sorcery and costs a number of Essence equal to the spell's total Weaves plus one.

This is very much like opposing another character's attempt to hurt you with a sword. The victorious character also deals the loser damage to their Presence.

Example

Gomeral, an Orgu spellweaver comes across a permanent and dangerous looking weave of magic hovering near the path she is walking home by. Not knowing where the weave came from or what its intent is she decides to err on the side of caution and dispel it.

The spell have five Weaves woven into it. Orgu must spend one Essence and then make a High Test of Sorcery to dispel the Weave.

When Gomeral arrives home at her cottage she is ambushed by Jokal, an old enemy of hers from years past. It was he who put the spell on the path in the hope that she wouldn't notice it and then be injured by a magical attack.

Jokal begins immediately working a weave of sorcery containing four Weaves of the Dancing Serpent and one Weave of Arcing Threads - five in total.

Gomeral immediately decides to oppose his spell. Jokal scores a four point Degree of Success. If he were unopposed his spell would succeed. Gomeral scores Six Point Degree of Success in Sorcery, outmatching Jokal and countering his spell. She spends six Essence to do this (five plus one) and also deals Jokal two damage to his Presence (Six minus four).

Studying a Spell

You can attempt to learn how to work new Weaves by two ways. If you come across a permanent enchantment and have time to study how the spell is woven together you can attempt to fathom its intricacies by a slow process of careful examination. The more weaves there are in a spell, the longer this process takes. But once you are done you will be able to cast all the weaves included in the enchantment yourself.

| Weaves | Study for... |
|--------|---------------|
| One | One Day |
| Two | Two Days |
| Three | Six Days |
| Four | Eight Days |
| Five | Ten Days |
| Six | Twelve Days |
| Seven | Fourteen Days |
| Eight | Sixteen Days |
| Nine | Eighteen Days |
| Ten | Twenty Days |

Alternatively sorcerers can teach one another Weaves. It is far easier to learn a Weave of

Sorcery from a character who already knows its secrets and the time needed depends solely on the skill of the student.

But, always keep in mind that for sorcerous characters Weaves are currency and the most valuable form of currency there is. No sorcerer would ever simply give away a Weave of magic, and very few would consider trading away a Weave for anything less than another equally useful Weave.

| Student's skill | Time needed... |
|-----------------|----------------|
| Minimal | Ten Hours |
| Very Low | Nine Hours |
| Low | Eight Hours |
| Average | Seven Hours |
| High | Six Hours |
| Very High | Five Hours |
| Extraordinary | Four Hours |
| Epic | Three Hours |
| Legendary | Two Hours |
| Mythic | One Hour |

Part Six: Fate and Advancement

Characters earn fate points through the pursuit and achievement of their Passions. Fate points can be used in one of two ways. The first is as a meta-game resource. Any player can spend a Fate point at any time to create a special **Caprice of Fate** in the game (see below).

The second way in which Fate can be used is to spend your Fate to increase the ranks of your skills.

Note that other attributes, natural Toughness, Health, Presence, Courage and Stamina cannot be increased once a character is in play.

Spending Fate to advance skills to new ranks is assumed to involve a short period of training and research. Only allow skill advancement either when characters have time to spare or after an adventure has just finished.

| Advancing a Skill | Fate Needed |
|-----------------------|-------------|
| Unskilled to Minimal | Two |
| Minimal to Very Low | Four |
| Very Low to Low | Six |
| Low to Average | Eight |
| Average to High | Ten |
| High to Very High | Twelve |
| Very High to Ext-ord. | Fourteen |
| Extraordinary to Epic | Sixteen |
| Epic to Legendary | Eighteen |
| Legendary to Mythic | Twenty |

Example

Yarrow has a Low Daring skill. She has ten Fate points saved up and decides that she'd like to take some time and energy to train her Daring. She spends eight of the ten Fate and increases her Daring to Average. This leaves her two Fate points which she decides to keep in case things turn bad in her next adventure.

Caprices of Fate

Caprices of Fate are special meta-game effects that Players can invoke in the game. These effects cost carrying amounts of Fate to invoke, more powerful Caprices cost more Fate, less powerful Caprices cost fewer points.

As the Storyteller you can use Caprices in one of two ways. The first is to allow Players to invoke any Caprice of Fate at any time as long as the character has enough Fate to cover the cost.

The second is to require Players to buy Caprices beforehand, outside of the adventure, and then use those that he or she has stored up.

The first option allows for more flexibility and a greater pool of possibilities for the Players to choose from. The second limits available resources and means that Players must carefully manage those Caprices that are available to their Character.

Flesh Wound (One Fate)

Reduces the damage to your Health from one attack by one rank. You can expend more than one points of Fate to reduce the effect of more deadly wounds. For instance if your character were about to take three levels of injury to her Health, you could spend three Fate on Flesh Wound to reduce the damage to zero, or Two fate to reduce the damage to One.

Fury (Three Fate)

As long as you can provide a valid in-character reason, you pass into a brief fit of rage, doubling the damage you inflict to an enemies Health.

If, for instance, you deal an enemy two points of Health Damage, you can invoke Fury and increase this damage to Four.

Great Deed (Two Fate)

Allows your character a moment of sheer brilliance. For a single Test or Contest of Skill add three ranks to a given skill.

Saviour (Five Fate)

When all looks lost, when the battle looks ended and your enemy is victorious you can invoke a Saviour to arrive in the nick of time and save the day. The exact nature of this Saviour it at the discretion of your Storyteller.

Second Wind (One Fate)

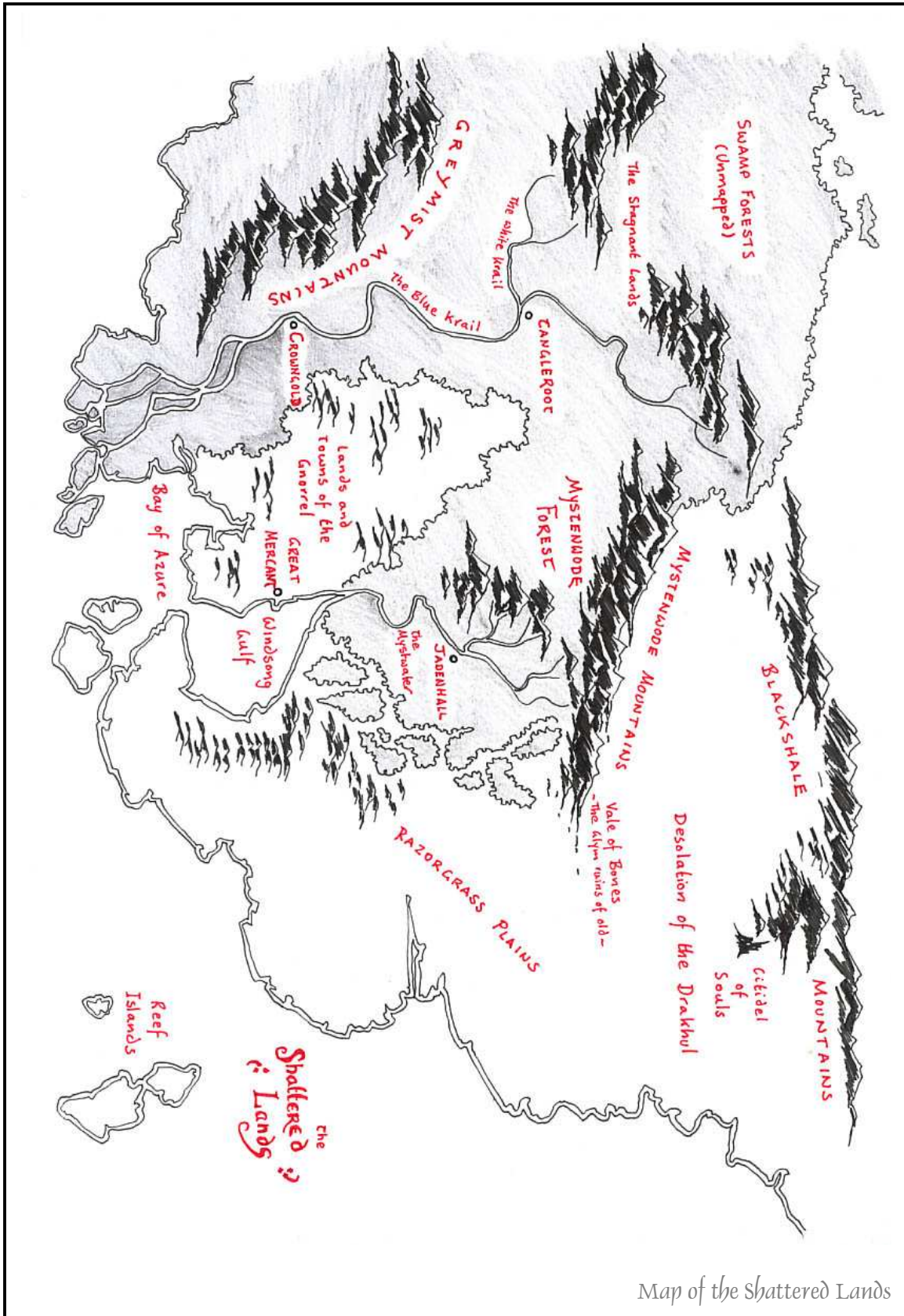
Add one point to either your Presence, Courage or Stamina. You can stack Fate and add more than one rank to an Attrition stat. For instance, you could spend Five Fate and add five ranks to your Courage. Presence, Courage or Stamina added to in this way cannot exceed its original total.

Serendipity (Two Fate)

A small blessing of Fate's more whimsical sister, Luck. By invoking Serendipity you can cause some small, reasonably trivial twist in the plot. Perhaps you recognise the guard on a gate as your cousin, or find that a door has been left accidentally unlocked, or stumble over a discarded, rusty shovel just when you need one.

Part Seven: The Shattered Lands

In a distant age and a distant world lie the Twilit Lands. Three dim suns circle the blue-grey sky and the great red moon Ragathros casts its baleful scarlet glow over the earth. Even in the pitch of night there are no deep darkness, all is shadow and ruddy glow.



Map of the Shattered Lands

Those who would rule...

So it is said by those who can recall, the Drakhul were not always as they are now. There was a time when the Drakhul were a scavenger folk, thin, lost wastrelings. They were the last remnant of a shattered race, things that had once been rulers in a different age, warped and changed by the shattering of the world and made into petty creatures.

So it was that one tribe of the Drakhul wandered into the mountains that arise like jagged teeth beyond the Scoured Lands. Here they went deep into the caves, subsisting on the white, fleshly eyeless things that dwell in the dark. And in seeking easy, fat prey the Drakhul went deeper and deeper into the ancient dark.

And somewhere in the dark they found ruins, like the Drakhul remnants of the world that was. But there was no buried city, no lost place of dwellings and cells. This was a prison.

Black walls of granite were now cracked and the Drakhul shambled through those cracks. They walked the ancient tunnels and through the gigantic gates of rust and debris.

And deep in the prison they found that which was entombed. Throbbing. Pulsing. Singing out in a voice of shadow and allure.

The Drakhul knew it. They heard its call and went to it. For they knew it by its song.

They had found what was too powerful to be unmade. They had found a weapon of the elder age. Horrific in its power, filled with a hungry life of its own. The Drakhul found the Stone of Souls.

And this remnant race, this last thin shadow of the elder world, their minds not yet utterly wandered from the past, knew not just what they had found, but also how to be its master.

The Drakhul

The Drakhul are the last broken remnants of a once lordly and beautiful race. They are a shattered, ugly, skeletal folk, their minds have turned to conceit and gluttony, greed, selfishness and decadence. Every thought is a twisted mockery of their lost glory, their lost empire, their lost dignity.

Drakhul are stooped creatures, with thin, bony bodies, grasping hands and beady eyes. Their speech is filled with hisses, coughs, wheezes and whines, just as their bodies are hung rich with gold and silken things.

For the Drakhul are the masters of the Stone of Souls. And the Stone of Souls is the master of all creatures brought before it. The Stone drinks

life, it draws into it the essence of all living things and leaves behind mere shells, witless staring creatures, Soulbound to the Stone and obedient to those who are the masters of the Stone.

And so it was that the Drakhul soon had servants. And soon those witless servants became a host of slaves. And those slaves swarmed the Scoured Lands and brought to the Drakhul more souls for the stone.

And the Drakhul were masters of an empire again.

The Stone of Souls

Any creature or character that comes within ten paces of the Stone of Souls lose one rank of Essence for each round they remain close to the stone.

Bay of Azure

A vast stretch of rolling waters, thick with sea life, great floating mats of blue-green seaweed, fin-backing basking turtles and swarms of glittering rainbow squid.

The Bay of Azure is famed both for its beautiful waters and the abundance of seafood netted by the Gnorrel fisherfolk who ply its waves.

Citadel of Souls

Also known as the Obsidian Citadel, black and grand, a place of towers and red-gold windows, vast halls hung with silks and deep dungeons full of the mindless slaves of the Stone.

The Citadel of Souls is the chief fortress of the Drakhul. Deep in its ancient tangle of mazelike halls lies the chamber in which the Stone of Souls is kept, and it is few who enter this fortress's dark gates leave again with a will of their own.

Crowngold

The canopy city of the Tanosk, built high in Copperleaf Trees, suspending from the heights, connected by a hundred bridges a lit by glowing blue-white crops of fungus.

Crowngold is positioned near the Tanosk moss farms and overlooks the great sluggish and milky waters of the river Krail. A large wharf is located under its shadow and ships manned by any and all the free peoples of the Shattered Lands can be found calling at one time or another.

Great Mercant

The largest, proudest and bussiest city of the Shattered Lands. Great Mercant is a Gnorrel city full of roofs of red, scarlet, orange and burgundy, great walls of purple stone and huge squares packed with markets.

Great Mercant is ruled by a council of trade and craft guilds, who pay for the upkeep of the city and a guard of Gnorrel from taxes on trade.

Greymist Mountains

Great, lonely and jagged mountains now home to a few scattered settlements of Glym and very little else. The Glym fled here after the destruction of their beautiful, artful cities in the east. They crossed forest and hills, river and stone to find a place as far from the Drakhul and the ghosts of the dead as they could.

Jadenhall

The greatest city of the Hurron, and the last perhaps that deserves the very name of city. For a folk who are dwindled and fewer each year, Jadenhall has become a last have. As town after town is abandoned to the forest, Jadenhall welcomes new refugees and wanderers.

Jadenhall is a huge, expansive city crafted of artful arches, towers and ramparts in jade and marble. Cunningly crafted jasper fruit hang from jade leaves, and marble trunks throughout this remarkable edifice to Hurron magic and craft.

Krail River

A wide, calm and sluggish river that forms the main trade route past Crowngold, to Tangleroot in the north and ocean in the south.

Mystenwode Forest

Vast and expansive forest, full of weird carnivorous plants, dangerous lurking monsters and many other, less earthly perils.

Plains of Razorgrass

Vast tracts of open land grown thick with the sharp-edged fields of razorgrass. Thick and sturdy boots are needed to cross the Plains of Razorgrass. Aside from occasional patrols from the Drakhul lands to the north or herds of Razortoothed Mimbles the plains are generally a lonely and empty place.

Swamp Forests of the North

Unexplored, infested with Jungle Slugs and other predators the Swamp Forests of the north

hold little to attract the intrepid. Weird lights seen glowing deep and distant in the swamps are a well known phenomenon and have drawn the adventurous from time to time although none who have returned have been able to discover their nature or cause.

Windsong Gulf

Named after the Windsong trees that line most of the shore, this gulf is scattered with Gnorrel towns and ports, mostly along its western shore.

Windsong Trees take their name from the musical sound created by sea winds when they blow through the fluted, piped and hollow trunks of branches of these peculiar plants.

Tangleroot

Tangelroot is a settlement in the far north of the Krail river founded on collecting swamp gum that floats out of the northern swamp forests. Swamp gum is a form of amber as hard as steel but lighter and possessing a sheen of crystalline gold and fire.

It can be melted at very high temperatures in forges and cast into any number of shapes. A valuable source of material for tools and weapons swamp gum is worth its weight in gold and a few years of risking tangles with wandering Jungle Slugs can make a gum prospector rich.

Vale of Bones

A terrible, blasted desert spotted with ruined cities of elegant stone and scattered with the delicate bones of thousands of Glym who died in the first onslaught of the Drakhul.

Part Eight: Perilous Things

There are many things strange and wondrous in the Shattered Lands but also many things dangerous and malignant. Creatures that lurk in the misty swamp forests, weird things that haunt the high mountains and fell monsters enslaved to the will of the Drakhul.

Attributes

Perilous creatures and monsters are not defined in as much detail as Player Characters. Perilous Creatures have only seven Attributes.

Might: Raw, brute power, stamina, endurance and resilience. Used to attack Stamina.

Teeth: The creature's physical threat. Its power to do harm and overpower another in a fight. Used to attack Courage.

Wiles: Not all creatures have the wits of beasts. Some have the guile sharpened by malice and tongues that can speak the words of language. Used to attack Presence.

Persistence: A catch-all attribute that measures how willing a creature is to keep persisting in an attack and how able it is to do so. A combination of will to fight and physical prowess.

As well as these four attributes, creatures also share the attributes **Toughness**, **Menace** and **Health** with Player Characters. Toughness and Health function in the same way as they do for Player Characters. Note that some creatures are physically unable to do real harm to a character and have a Menace of zero.

Using Attributes

The creature Attributes are used to resolve conflicts between player characters and a given perilous monster.

Might, **Teeth** and **Wiles** are treated as skills which can be used to attack a Character's Stamina, Courage and Presence respectively.

Persistence functions as a catch-all attrition attribute. When a Player Character defeats a creature in a round of conflict, the attack subtracts from the creature's persistence regardless of the form of attack. Once a creature's persistence has fallen to zero the creature is defeated and will flee or grovel or surrender at the discretion of the Storyteller.

Menace can only be brought into play when a creature wins a **Test of Teeth** and inflicts injury upon a character's **Courage**. At this point a creature can choose to try and injure a character's **Health** as per normal.

Special Powers

Many creatures possess supernatural, venomous or weird powers that are defined on a creature-by-creature basis.

Examples

Yarrow is set upon by a Stinger Swarm and is caught in the whirling flutter of yellow and red

wings. A Stinger swarm has the following Attributes.

Might: Average **Teeth:** Low **Wiles:** Low
Menace: Zero **Toughness:** 8 **Health:** 5
Persistence: Ten

Special: Stinger Moths feed on blood and attempt to inject a numbing toxin whenever they land to calm their prey. Based on Might, this Toxin attacks the character's Stamina. When reduced to zero the character falls into a stupor. The blood loss from a swarm, even a large one is usually not fatal and most characters will awaken hours later, sore, red, swollen and on fire with itching.

Yarrow decides to try and outwit the Stinger Swarm by jumping into a nearby foetid pool and hiding in the water. She uses her Subterfuge Skill (Very High) to avoid the Swarm.

The Swarm attacks Yarrow using its Might. It scores an Extraordinary (7) success. Yarrow responds with a Low (3) result for Subterfuge. The Swarm deals Yarrow's Stamina four levels of injury (7 minus 3). If Yarrow's Stamina falls to zero she will fall asleep - maybe the water isn't such a good place to be...

In the next round of conflict Yarrow scores an Epic Success (8) and the Swarm scores an Average Success (4). Yarrow deals the swarm's persistence four levels of damage (8 minus 4), reducing it to six. If she can reduce the swarm's persistence to zero by hiding in the water then the stinger moths will simply give up and fly away.

Yarrow escapes the Stringer Moths and wanders deeper into the swamp, when she comes to the attention of a Voracious Croakle. The Voracious Croakle tries to lure and confuse Yarrow with deceptive, plaintive voices. The murmurs and weeping of a Croakle attack Yarrow's presence. If a character's Presence is reduced to five then he or she stumbles into the Croakle's lair, and the Croakle lunges forth using tooth and claw to try and kill its prey.

The Croakle has the following attributes.

Might: Very Low **Teeth:** Very High **Wiles:** High
Menace: Five **Toughness:** 4 **Health:** 3
Persistence: Fifteen

The Croakle begins its attack by scoring an Extraordinary (7) test of Wiles. Yarrow falls on

her Willpower to resist the Croakle's Wiles. Yarrow scores a Very Low (2) test of Willpower. She suffers five levels of injury to her Presence (7 minus 2) and, having had ten Presence to start with, she is reduced to five Presence. Yarrow stumbles unwittingly into the Croakle's dank and sticky lair.

The green-brown creature stretches forward its bony claws and attacks. The Croakle now uses its Teeth to attack Yarrow's Courage. Yarrow defends using her Daring, in an attempt to escape by leaping out of the way. The Croakle scores a Very High (6) test of Teeth. Yarrow Scores an Epic (8) test of Daring. She deals the Croakle's Persistence two damage (8 minus 6). If the Croakle had won this round not only would Yarrow have lost Courage, but also the Croakle could have chosen to use its rank five Menace to try and deal injury Yarrow's Health and potentially kill her.

Creatures of the Shattered Lands...

To fully understand the nature of nature in the Shattered Lands you will first need to know that the line between plant and animal is far more blurred than you may be used to. There are many trees and shrubs that are rooted to the spot and seldom do more than photosynthesise, but there are many others that have eyes and mouths, legs, and teeth and many of the features we might associate with animal life. Likewise many fleshy animals rely on sunlight for food, and a very become rooted to the ground through much of their adult life. The forests and swamps of the Shattered Lands are bizarre and strange places where nothing may be quite what it appears at first glance...

Dazzelspores

Produced in vast clouds by blinking moss, which grows in lush expanses in the hollows and dells of the Mystenwode, Dazzelspores are so well adapted to beguile and confuse potential herbivores that they pose a serious threat to anyone and anything caught in their path. Although usually ejected into the air in early spring blinking moss will spray clouds of dazzelspores into the air if threatened, startled or frightened.

A cloud of Dazzelspores forms a shimmering, glittering swirl of light and phantom shapes. The cloud's swirling radiance attacks a character's Presence based on the cloud's Might.

A character whose presence is reduced to zero by the cloud emerges completely and utterly lost, having wandered aimlessly and dizzily in some random direction.

| | | |
|----------------------------|-----------------------|--------------------|
| Might: Very High | Teeth: None | Wiles: None |
| Menace: Zero | Toughness: N/A | Health: N/A |
| Persistence: Twenty | | |

Special: It is not possible to cause physical injury to a swarm of dazzelspores. Sheer Willpower, Wits or works of magic are a usually a character's best defence.

Durrorg

The name given by the Gnorrel to those of their kind who have been stolen by the Stone of Souls and so broken and twisted by the Drakhul that they barely resemble their blood-kin.

Few if any free Durrorg exist. Those that are born in the breeding camps are herded before Stone of Souls as soon as they can walk.

| | | |
|-------------------------|---------------------|--------------------|
| Might: Very High | Teeth: Ave. | Wiles: Ave. |
| Menace: 2 | Toughness: 5 | Health: 3 |
| Persistence: 10 | | |

Gnogrul

The Gnogrul are a species of gangly, agile flying predators that haunt the canopies of the Mystenwode Forests. They are large and black, with membranous wings and stubby, flesh-tearing faces. As expert and swift at climbing and leaping as they are at flying the Gnogrul make for dangerous creatures in a tangled forest. Ambush predators, these creatures prefer to lurk in the leaves of great trees and from there swoop suddenly and silently down upon unwary prey.

The Drakhul have taken many Gnogrul into the ranks of the Soulbound. The very largest and oldest Gnogrul are large enough to carry away a sizeable creature alive and bands of Gnogrul are from time to time sent into the southlands to bring back fresh slaves for the Soulstone. Otherwise the Gnogrul are put into service mostly as spies, swift means of sudden attack, and from time to time deadly assassins.

| | | |
|------------------------|---------------------|--------------------|
| Might: High | Teeth: High | Wiles: Ave. |
| Menace: 4 | Toughness: 4 | Health: 6 |
| Persistence: 15 | | |

Gribbic

Small, furry creatures, not much larger than two or three hand spans, but possessed of

powerful cunning, remarkable agility and an unusual obsession with hoarding pretty, shiny things.

Gribbic posses a child-like intelligence and usually the capacity to speak a few awkward strings of grammatically broken words. They live in small family groups naturally in forests and woodlands, although in recent years troops have begun to make a menace of themselves in some towns and cities.

| | | |
|------------------------|-----------------------|--------------------|
| Might: Low | Teeth: Minimal | Wiles: Epic |
| Menace: Zero | Toughness: 1 | Health: 2 |
| Persistence: 20 | | |

Special: Gribbic will only harass characters upon spotting an interesting shiny, glittering thing. They have no concept of real wealth and will be just as obsessive about a shiny tin spoon as a gold crown.

The Gribbic will attempt to confuse, harrass, and sneak up on a character by using its Wiles. If a Gribbic is able to reduce a character's Presence to zero then the chracter is baffled by the Gribbics attentions an the little, furry creature is able to sneak in, grab what it wants in its teeth and bolt for the nearest tree or roof. Gribbics hoard stolen things but seldom remain interested in them for long. Forgotten stashes of copper forks, glass baubles and gold necklaces turn up from time to time in the attics of many villages.

Jungle Slug

Huge, bloated, purple creatures with a dozen barbed tentacles flickering around their mouths. Jungle Slugs are the largest and most voracious predators of the Swamp Forests of the north. They are not to be trifled with.

| | | |
|-------------------------|-------------------------|--------------------|
| Might: Very High | Teeth: Extraord. | Wiles: Low. |
| Menace: 5 | Toughness: 5 | Health: 5 |
| Persistence: 10 | | |

Lurker Gorg

Thin gangly predatory trees that dwell in the Mytstenbode Forest. Lurker Gorgs are grey barked, long leafed trees, with a sharp beak and many pointed claws usually kept hidden near a central mass of leaves. Lurker Gorgs can shamle over the ground slowly but prefer to lie in wait for prey. They will attack suddenly and swiftly, but soon give up if their initial attack is unsuccessful.

| | | |
|-------------------------|-------------------------|--------------------|
| Might: Very High | Teeth: Very High | Wiles: Low. |
|-------------------------|-------------------------|--------------------|

| | | |
|-----------------------|---------------------|------------------|
| Menace: 6 | Toughness: 8 | Health: 8 |
| Persistence: 3 | | |

Mjorn

Among the most feared predators of the Twilit Lands a great many Mjorn are now in the thrall of the Drakhul . The Soulbound Mjorn form the high guard of the Citadel of Obsidian.

Mjorn are massive predatory creatures, with long wolfish snouts, dark fur, great fangs and bony plates and armour along their faces, spines and tail.

| | | |
|------------------------|---------------------|--------------------|
| Might: Epic | Teeth: Epic | Wiles: High |
| Menace: 5 | Toughness: 7 | Health: 7 |
| Persistence: 20 | | |

Razortooth Mimbale

Long-legged, swift Razortooth Mimbles hunt the plains of the east, chasing down the smaller, fleet scurrying shrubs and jumping bushes that live in amongst the tall grasses of the hills. Usually not dangerous unless provoked or defending young, wild Razortooth Mimbles are best avoided and left to their harmless plant-hunting ways.

The Drakhul have enslaved a number of Mimbles, however, to act as very swift scouts and spies, and here have been increasingly worrying reports of blank-eyes soulbound Mimbles along the fringes of the Gnorrel lands.

| | | |
|------------------------|-------------------------|--------------------|
| Might: Ave. | Teeth: Extraord. | Wiles: Ave. |
| Menace: 3 | Toughness: 4 | Health: 5 |
| Persistence: 15 | | |

Slithey Toad

Less a real threat than a persistence annoyance associated with any voyage upriver or over lake, Slithey Toads are large aggressive ambibians that mark out and defend areas of territory.

Slithey Toads defend their territory by spitting sprays of incredibly awful, stenchful black slime. If struck by a jet of Slithey spray a character will remain feculent to the nose for days later, despite all attempts to scrub and clean.

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| Might: Ave. | Teeth: Extraord. | Wiles: V Low |
| Menace: Zero | Toughness: 6 | Health: 4 |
| Persistence: 20 | | |

Special: Slithey Toads attack with their Teeth attribute, doing damage to a character's courage. If a character's courage falls to zero

then he or she is then considered to have been drenched in awful stinking spittle.

Stinger Moth

Tiny, blood-sucking, yellow and red moths that gather in fluttering swarms to fall upon prey. Stinger Moths are considered one of the worst dangers of navigating the Krail River, and at certain times of the year the swarms can become so large that they become a serious threat to life.

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| Might: Average | Teeth: Low | Wiles: Low |
| Menace: Zero | Toughness: 8 | Health: 5 |
| Persistence: 10 | | |

Special: Stinger Moths feed on blood and attempt to inject a numbing toxin whenever they bite to calm their prey. Based on Might, this Toxin attacks the character's Stamina. When reduced to zero the character falls into a stupor. The blood loss from a swarm, even a large one is usually not fatal and most characters will awaken hours later, sore, red, swollen and on fire with itching.

If a swarm is very, very large, then a character who has succumbed to the toxin may possibly die a withered, bloodless husk. For every hundred moths in a swarm that feed on one character the character loses one level of health.

Trog

The Trog are a huge, thickset strain of creatures native to the Mystenwode Forests with wits barely above those of animals. As wild creatures they are brutal, violent and savage. They dwell in small, barely tolerant family clans that typically consist of a single dominant female and several smaller and less aggressive males.

As Soulbound the Trog are useful to the Drakhul as brute labour, frightening soldiers or beasts of burden. The amount of fresh flesh needed to feed a single Trog, however, limits their numbers in the ranks of the Drakhul armies.

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| Might: Epic | Teeth: Extraord. | Wiles: V Low |
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| Menace: 4 | Toughness: 6 | Health: 6 |
| Persistence: 10 | | |

Voracious Croakle

Gangly, rubber fleshed creatures with warty skin, great beaklike maws and long, vicious claws.

Voracious Croakles are frightening ambush predators that dwell deep in swamps and forests. They use a thick, slimy web secreted in their cheeks to coat their lairs and hang draping tendrils about to entrap prey.

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| Might: Very Low | Teeth: Very High | Wiles: High |
| Menace: 5 | Toughness: 4 | Health: 3 |
| Persistence: 15 | | |

Special: Voracious Croakle seldom if ever leave their lairs full of tangled, foetid webs and sticky slime. They attempt to lure prey to them by making confusing, distressing sounds of crying, wailing, weeping and other sometimes more animal sounds of pain.

If a character's Presence is reduced to five by this attack (Based on the Croakle's Wiles), then the character is lured into the lair of the Croakle and there is set upon by filth encrusted tooth and claw.

Because of the slime encrusted, sticky webs that drape all about Croakle lairs all characters in a Croakle lair have to make a Test of Fortitude each round or lose one level of Stamina.

Wimthering Tree

Named after the sounds these trees make when whispering to one another, Wimthering Trees are much feared pack predators that hunt the forests of the north. Long limbed, swifter than most plants, and armed with sharp woody claws and a beak, Wimthering Trees will lurk camouflaged in a grove, slowly creeping closer to prey before making a break from cover and dashing forward with claws outstretched.

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| Might: High | Teeth: Very High | Wiles: High |
| Menace: 4 | Toughness: 5 | Health: 4 |
| Persistence: 10 | | |